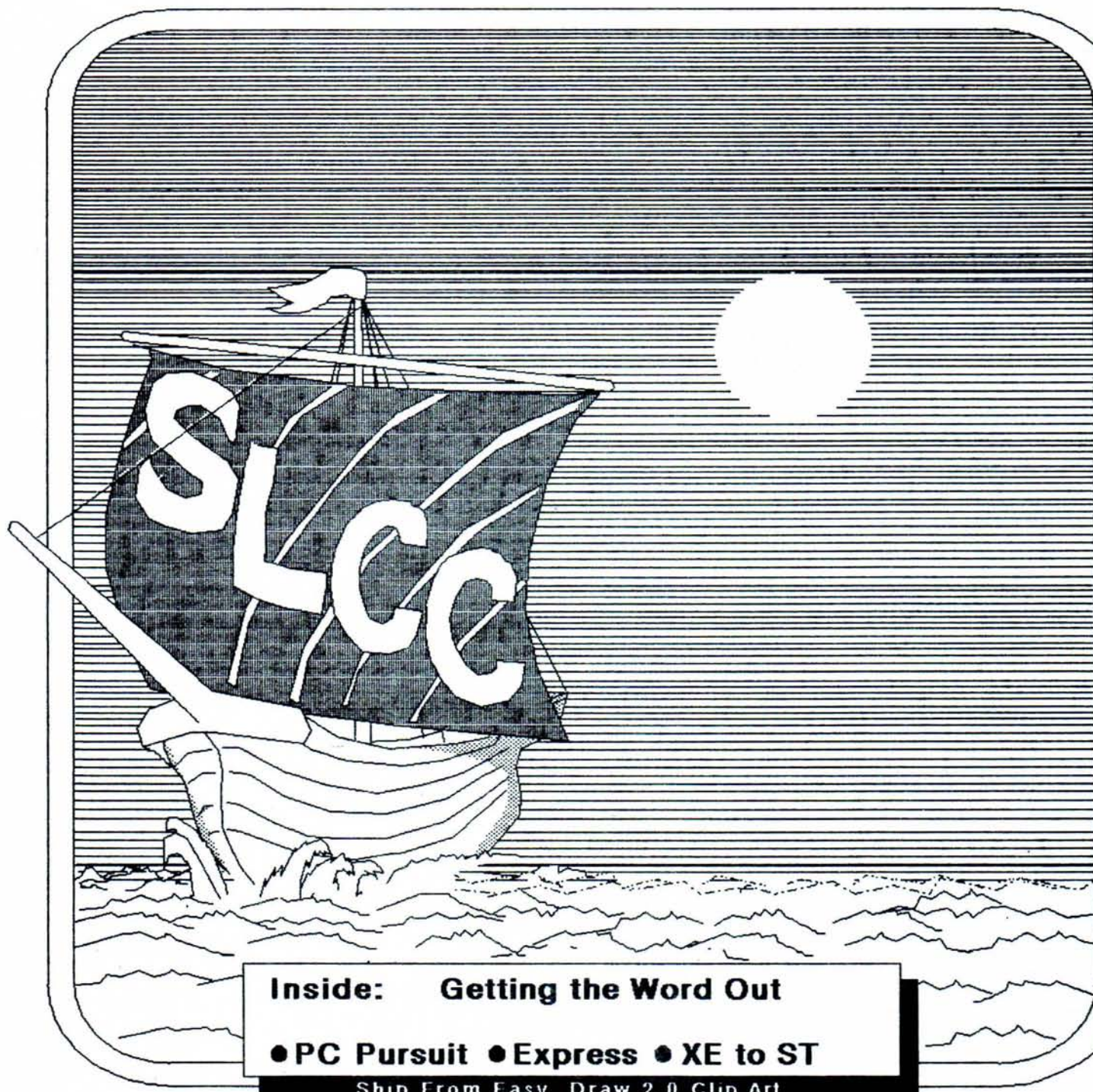


SLCC Journal

San Leandro Computer Club

March 1987



Inside: Getting the Word Out

● PC Pursuit ● Express ● XE to ST

Ship From Easy Draw 2.0 Clip Art

SAN LEANDRO
COMPUTER CLUB
P.O. BOX 1525
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An independant, non-profit organization of ATARI microcomputer users. Membership fees of \$20.00 per year provide access to the club print and magnetic libraries, subscription to the journal and participation in club activities.

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SLCC JOURNAL

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8-Bit and ST Make Friends



TRANSFERRING FILES FROM THE 8-BIT TO THE ST

by David Sheibley
(from J-BUG)

Many ST owners also own 8-bit Atari computers and have a large amount of data stored on disk. Unfortunately, because of the different disk sizes and formats, transferring files to an ST can't be done by just sticking an 8-bit disk into an ST drive. I've got quite a few Atariwriter files that I still refer to quite often so I decided to build the cable described in the ST Writer manual and port the files over to my ST. Also, my ANTIC disk subscription now includes ST program on the disks, but you must port them from the 5.25 inch 8-bit disks to the ST before you can use them.

The first order of business is building a cable. You need a male DB-9 connector, a female DB-25 connector, and a length of cable with at least three conductors. These are all readily available at Radio Shack or your favorite electronics store. Connect the connectors as shown below;

DB-9 pin #	to	DB-25 pin #
3		3
4		2
5		7

Plug the DB-9 into your 850, the DB-25 into your ST's RS-232 port, and you're ready to go! To port an Atariwriter file to ST Writer, just follow the directions in the ST Writer manual. For the ANTIC disks, I use Hometerm on my 130 XE and ST-Talk on my ST. Don't believe ANTIC when they say Hometerm won't work and you need to buy one of their programs to successfully port programs over. If you use the Hometerm customizer program to change the automatic line feed option to 'off', Hometerm will function perfectly. Make sure you're set at the same baud rate and type a few letters, they should appear on the screen of the other computer if everything is working properly. Once you're sure everything is working

properly, you can begin transmitting the files to your ST. To speed things up, a small file is available in Compuserve's SIG*ATARI Telecommunications DL area that will allow Hometerm to function at 2400 and 9600 baud. I have had mixed results using 9600 baud, but 2400 shortens the time spent porting files considerably.

That's all there is to it, with very little time and effort you can have your computers talking to each other like old friends!

ABOUT THIS ISSUE

A Note from the Assistant Editor:

Just before putting this issue to bed with the printer, I'd like to pass around a little credit to those who contributed to it's creation and the soft and hardware used to put it out.

Bob Woolley and I were faced with not only putting out our first issue, after taking over the reins from Jerry Telfer, but also challenged with the idea of using the latest software to do the job. We've learned a lot in the past few weeks and look forward to the coming issues being produced with less sweat and more polish.

This issue was done almost entirely using *Publishing Partner*, with the final copy printed on Kim's new laser printer at 3-E Computers in Hayward. Kim had more than a little work on his hands mastering his new art, but as you can see it's up and running and looking great. Jim Hood (aka Jim Wood) and I composed the cover using *Easy Draw 2.0*. This is a nice update of the original version now allowing text editing. A review of this software will be in a future issue.

The real help came from some heros in the background. James and Jim Moran supplied most of the text for this issue, while working out some of the bugs in the system. Ralph Cavagnuolo added a professional printers touch to a couple of the pages. And my wife, Jennie, jumped in and learned *Publishing Partner*, to keep the ST glowing and the pages flowing to Kim, while I was at work. Bob and I would like to thank you all for getting us up and running. F.K.

Atari Visits SLCC

MINUTES GENERAL MEETING 2-3-87

The meeting was called to order at 8:00 by President Bob Barton before a packed house of more than 125 members. Roll call of officers; All officers present. Announcements; The club will be taking part in the 12th West Coast Computer Faire which will be held at Moscone Center in San Francisco from March 26th through March 29th. The club has purchased it's 520 ST. The ST has, according to plan been upgraded to 1 meg and to allow two monitors to be connected at the same time. Additionally the clubs Sony monitor has been upgraded to work with the ST. All this work on the new ST was done by member John Russell.

The new editor of the club newsletter, Bob Woolley and the new assistant editor Frank Kliever were introduced. They will be taking over with the coming issue of the Journal. President Barton thanked the outgoing editor, Jerry Telfer, for his work. Treasurer, Lois Hansen reported on the clubs financial condition which despite our recent equipment and blank disk purchases is in excellent shape.

Lois did state that membership renewals were down below normal levels. After some discussion the following motion was made by Moran and seconded by Hood: MOTION: That the club set aside up to \$1000 for expenses in attending the WCCF. Motion passed. The president requested all members interested in working at the club booth contact him by phone. We are currently working with ATARI who will have the club demonstrate their products as in past years. We hope we will have the new 80 column card for the 8-bit, and possibly the rumored new drive. For the ST the new PC and MEGA machines are of course hoped for. The club also has a commitment from another top 8-bit hardware supplier to not only have their equipment to show but also a company representative to demonstrate this equipment.

The club 8-bit software chairmen demonstrated this months floppy which has several first class games, a word processor and a hardware modification for the popular

AVATEX modem among it's many programs.

John Russell who just finished the upgrades to the club's 520ST discussed these modifications in great detail. John also talked on some of the changes that have been made on the 520 ST by ATARI since it's introduction.

Program chairman Dick Scott introduced this evenings speakers from ATARI. Sandi Austin, the user group coordinator, Shiraz Shivji, Atari's vice president of research and development and Alex Leavens who has recently joined ATARI. Alex Leavens showed an icon paint program for the ST's that he is currently working on. This impressive

*"The 80 colum card is
in production.*

*...Mega STs should show up in
April or May."*

program will be released to the public domain by ATARI in the future. Sandi spoke for a few minutes about the 80 column card, with a demonstration promised for later in the evening and also talked on the new laser printer that will soon be released. To show the capabilities of the laser printer Sandi passed a copy recently made on the printer around the meeting room. Compared to normal copy work this was unbelievable with super fine detail. Shiraz Shivji in his usual relaxed manner spoke on just about every subject that anyone could ask for with as much detail as he could reveal. The following is a list of some of these items: 1 - The 80 column card is in production. 2 - The 1200 baud modem is currently in pre-production. 3 - The laser printers using the 68000 controller should start showing up in

small quantities in May. The first ones will be for the ST, later for the PC. 4 - The famed (?) blitter chip - The St was originally thought of as having the blitter chip on release, but with the raw speed of the 68000 chip it was felt it was not needed. The first blitters will go in the new MEGA ST mother boards. Probably 3-6 months away because ATARI has had to make changes in their suppliers due to many problems. 5 - The 520 ST can only be upgraded to one megabyte, reliably (with the emphasis on reliably). 6 - Likewise the 1040 ST can only be upgraded to two megs. 7 - The first MEGA ST's should show up in april or may. 8 - In the works is a 286 machine that will follow the PC, by a few months. 9 - To use windows on the PC will require a hard disk to be practical as far as speed is concerned. 10 - ATARI will be looking at the design on the ST to allow upgrade to the 68020 and the 68030 chip, which could be available later this year.

Sandi next gave a short demonstration of the 80 column box for the 8-bit machines and listed some of it's features which include 8k of ram, 3 graphics modes, 3 text modes and it is accessible through basic. This 80 column box should be used with a monochrome monitor for best resolution. Color monitors will not get the job done.

After a short break our guests returned for some more questions and answers. With this the meeting was adjourned at 10:10 pm.

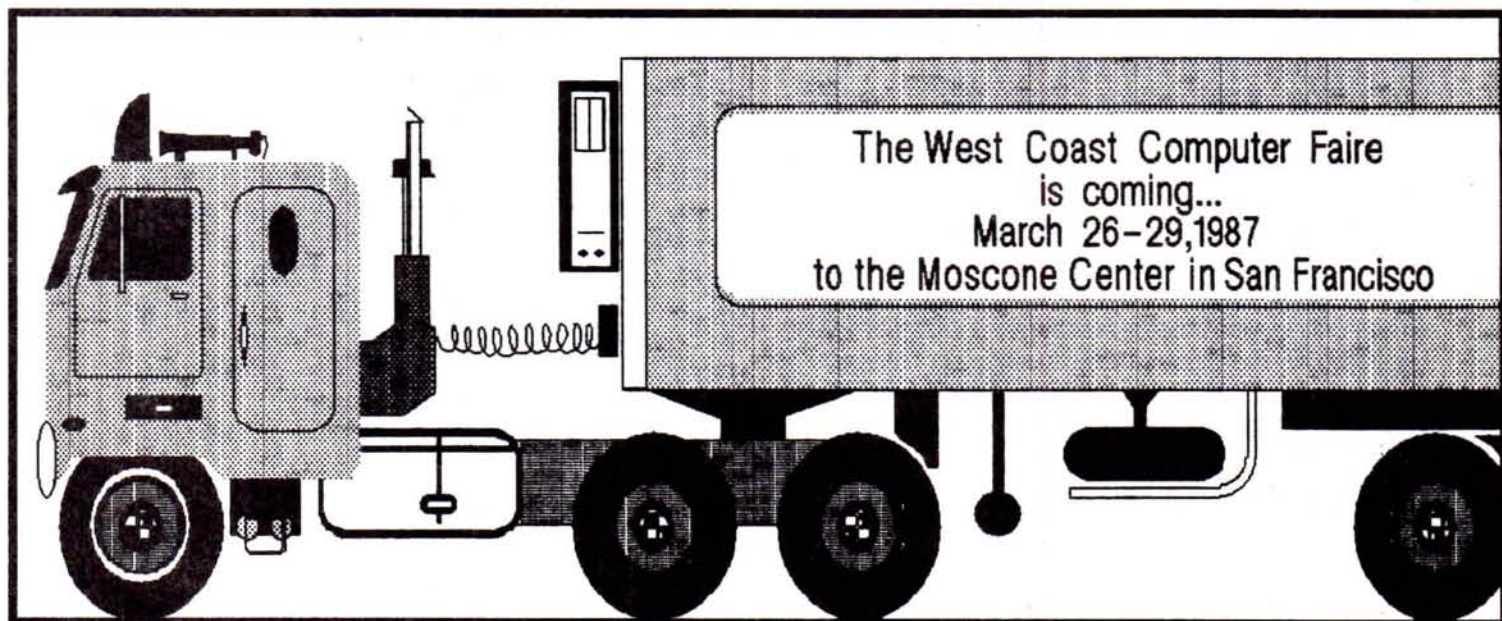
Respectfully submitted

Jim Moran - Secretary

RAFFLE TICKETS FOR MARCH
ATARI XM301 MODEM
PLUS EA'S HOTTEST SOFTWARE!!!

8 BIT GRAPHIC DEMO

```
10 REM FROM QUEENSLAND ACE
20 T.20:GR.42:POK.559,0:C=2:DATA
0,2,4,6,8,10,12,14
30 RES.1:F.X=705 TO 712:REA.A:POK.X,(
C*16)+A:N.X:POK.559,34:IF R=0 THEN F.
X=1536 TO 1562:REA.A:POK.X,A:N.X:G.80
40 G.90:D.104,162,0,172,193,2
50 D.189,194,2,157,193,2,232,224,8
60 D.144,245,140,200,2,96
70 D.65,65,65,65,65,65
80 F.Z=1 TO 10:F.X=1 TO 8:C.X:PL.
0+L,0+L:DR.79-L,0+L:DR.79-L,191-L:DR.
0+L,191-L:DR.0+L,0+L:L=L+1:N. X:N.Z
90 F.E=1 TO 31:X=USR(1536):F.T=1 TO
32:N.T:N.E:C=C+1:R=1:G.30
```



It's Easier Than You Think!

Contributions To Be Accepted

Assistant Editors note:

As you have probably noticed, we try to bring you the best of other journals from all over the continent and around the world. We would really like to publish more articles written by SLCC club members. After reading the following essay, reprinted from another journal, I'm sure you will see how easy it is to be a contributor. In fact, we find many of our original pieces reprinted in other journals. So read the following and then give it a try.

Thanks, F.K.

HOW TO WRITE A REVIEW

Mike Fulton, President and Editor of ACAOC

Reprinted from the October 86 ORNJUCE

Ok, first of all you have to realize that you do not have to go out and buy something just for the sake of reviewing it. I don't want people to tell me they bought something just to review it, and that now they don't really like it or they don't really need it. The idea is to buy just what you want, then write a review about it, Got that? Good.

The process of writing a review is really quite simple if you break it down in to steps. Ok, so maybe you aren't the best writer in the world, but when you think about it, only one person, somewhere, is. You don't have to be a John Steinbeck or a Robert Heinlein just to write a review. Get the basic ideas down first, then you can worry about making it sound pretty. Or I can. That's what an editor's for, right?

Obviously, you would not review a game program the same way you would a sophisticated database program. But many of the same ideas apply to both. Here are some rules that apply to writing a review of just about anything.

1. Before starting the review, make sure you have used the program. The more of a beginner you are the more important this is. How many times have you read a review of a program that you use all the time and it seems the reviewer didn't look at half the program? Don't let this happen to you. Make sure you have used every major aspect of the program.

2. Read the manual! Read it twice if necessary.

it's amazing how many problems and misconceptions arise from people not reading the manual. Reviewers are no different than anyone else in this respect. Sometimes the program will have hidden functions that can only be learned from the manual. Also, remember it's usually necessary to review the manual somewhat, as well as the program. You can't do that unless you read it.

3. Make sure you know what the program is supposed to do. When wide gaps exist between this and what the program actually does, take note of it. Equally important is noting when a program goes above and beyond the call of duty.

4. Give note to the user interface. Note how the program is controlled. For a game program, this might mean the reaction of the joystick. For something like a database or word processor, it might mean the menus or commands used. How fast is it? Or how slow is it? How easy? How hard?

5. If you don't like the program, realize that not everyone will share your opinion. You are not trying to talk someone out of buying something, you are trying to tell them enough about the program so they can make up their own minds. It's ok to say you do not like something, but be very specific as to why that is. Someone else might not care about that particular thing.

6. On the opposite side of the coin from #5, if you really like the program it is ok to say so, but be certain you get across the idea of why you like it. If it's possible that someone won't share your opinion, consider that. You don't want a whole bunch of people coming to you later complaining about how you mislead them about how great the program was.

OK, now lets go over the major parts of a game review as an example. How you open the review depends on the game and your own personal style, and there are no absolute rules about it. For example, for a chess game nearly everyone will know the basic idea, so the beginning might concentrate on telling how this one is different from other ones. But for a program like a graphic adventure game, you

(Continued On Next Page)

might give a short description of the games scenario. What does the hero have to do to save the day? And so on. Most games will fit the second idea better than the first, but do whatever works best for you.

If you don't do it in the opening, the next step is often to tell who makes the game, and what systems it works on. Now you might tell what the game looks like. How many people can play? What music effects are there? What controllers does it use? How many players? What options are there? Any problems with anything?

Towards the end of the game review, you should tell a little bit about the program manual. Well that is what a review is, the answers to the questions of what a program is like. You might find it helpful to write down a small list of questions about the program before starting to write.

I hope this helps some of you to try your hand at writing something. In fact, I'm depending on it. Don't wait for the other guy to do something, because it may be a long wait....

New Kids On The Block

Your Journal has a new Editor and Assistant Editor! Bob Woolley, an 8-bit keybender, and Frank Kliever, an ST SUNDIGGER, have taken up the task that has been done so well by Jerry Telfer for the last year, or so. Jerry is not going to disappear, but is going to enjoy the club from a position a little farther from the line of scrimmage. Our thanks to you, Jerry, for an unbroken string of excellent Journals!!

Of course, the New Kids have lots of great ideas, one of which is the use of Publishing Partner on an ST to produce what you see before you (I hope you can see it.... we're kinda new at this). Let us know what YOU would like to see in the Journal while we're still rookies - we just might put it in!!

Bob Woolley 865-1672

Frank Kliever 351-3012

NEVER USE PLAIN LABELS AGAIN

Review of LabelMaster by Migraph \$39.95
Requires: 520 or 1040 ST, color or monochrome monitor, dot matrix printer.

Reviewed by Jennie Kliever

If you want to make personal or business labels (up to 2,249) with the added flair of graphics-this is a fast and easy program. I found myself able to make labels immediately without reading more than a few pages of the manual. The window displays are simple and the manual is very readable.

The program has 84 picture graphics plus the letters of the alphabet for use in front of text. It is compatible with Printmaster and Art Gallery which adds hundreds of graphics (.SDR extender) to the program. I copied all of these onto the LabelMaster disk so I can access them through the Item Selector. I would recommend that you rename the files so you can easily recognize the graphics you want. I took the Art Gallery file (ULIB.) and renamed it :

ARTGALLY.SDR

To modify or create new graphics there is a large Graphic Editor window which allows you to move the whole design (left, right, up, down) one pixel at a time. Also you can invert, copy (all or part) and flip graphics.

I like this edit window much more than the one in Printmaster.

Labels can be created with or without designs in three formats: personal (3 lines), business (4 lines) and freestyle (add slogans or messages). You can print 1 to 999 at one time.

The program will sort your files alphabetically, numerically and by zip code.

A word of warning when you are creating new labels. Do not use the Return key to move to the next line. This will advance you to the next label. Use the mouse or arrow keys to place the curser on a line. The backspace key or Escape key will delete characters. Escape deletes the entire line.

I have used these labels as gifts for friends and relatives such as a Valentine Card with labels enclosed. People can use labels with their *own* address or *your* address for easy mailing. You might even get more letters from people that hate to look up addresses.

Pursue the Global Computer Village.

P.C. PURSUIT

Written by Paul Fields

R.A.A.U.G. Secretary

For the past month I have been fortunate enough to be a BETA-TESTer for GTE Telenet's P.C. Pursuit, in 25 words or less, is:

A computer to computer long distance service personal computer users can access during non-business hours.

Now, that does not even start to tell the story, so read on!

GTE has been in the business of selling communications facility for some time. They, along with AT&T have been pioneers in ways to ship data over long distances so that data transfers are becoming increasingly cleaner and faster. They have entry points into their system in 15 major cities already and they are expanding in 1986 by at least a factor of 2. GTE is second only to MA Bell in the long-haul communications business, employing cable, microwave and satellite technologies.

With this niche in the data communications market, GTE has sold its services to businesses, small and large, to transfer account information, market statistics, funds, and other instruments of corporate operations. Most corporate business takes place between 8 a.m. and 6 p.m. So, some enterprising executives at GTE came upon a way for GTE to increase its revenues and get its name out into a segment of the marketplace that was, heretofore, relatively unfamiliar with it, the personal enthusiast.

For a mere \$25 monthly, any "PC" user can sign on to the GTE system and take full advantage of their network that reaches from coast to coast. The only catch: P.C. PURSUIT, the home computer network, is operational only during NON-BUSINESS hours: 6 p.m. to 6 a.m. local time, on weekdays, and 24 hours a day on weekends.

The area codes/cities available to P.C. PURSUIT users are limited to those cities where GTE currently operates a data communications node. [A node, in layman's terms, is a junction of one link of a system to another. A node, in the sense of a

communication system, is analogous to a switch over stop on an airline or bus line].

Those cities and their area codes are: BOSTON (617), NEW YORK CITY (212), NEWARK (201), PHILADELPHIA (215), WASHINGTON D.C. (202 OR 703), ATLANTA (404), CHICAGO (312) DETROIT (313), DALLAS (214), HOUSTON (713), DENVER (303), LOS ANGELES (213), SAN FRANCISCO (415), SEATTLE (206), and of course, our own San Antonio (512).

P.C. Pursuit enables you to call bulletin boards all over the United States. If you're in academics, you might be able to get permission to access the databases of other universities and colleges. For the executive on the road, rather than carry a bulky luggable "portable" computer, or an expensive lap-top-PC, a simple dumb-terminal and mini-modem would be enough to call from a hotel room back to his company computer and to do report or order processing. The applications are limited only by a user's imagination.

I am even trying to talk my relatives (out of town) into buying a cheap modem and something like an old ATARI 400 just so we can use P.C. PURSUIT to "chat" with each other rather than use MA BELL. We can even "talk" longer, and, if needed, we could even capture and print out portions of conversations, like important vacation itineraries, recipe exchanges, a cousin's birthday or anything else you normally need a pen and notepad to record.

Most P.C. PURSUIT users, though, will probably stick to bulletin boards. That is great for the BBS community which has seen a decline in serious users in the past few months. One of the reasons for that decline, in my estimation, is that the users are bored with the same fare day after day. Now with thousands of BBS's literally at their fingertips, there is never a reason to be bored. If you should get bored with say, San Antonio's BBS, you can always call Denver's or anyone on the network.

Additionally, the cross-flow of information among ATARI users should become even better. Almost every large user group has their official or unofficial BBS. Who knows, maybe

the days of mailing each others newsletters is coming to a close. At this price, we can all afford to transfer the highlights electronically!

Users of San Antonio Atari Exchange, my own bbs, have already benefitted greatly from P.C. PURSUIT. I have called other boards in almost all cities and traded programs with them. SAE's have and are now able to download software that we would otherwise never have seen, and vice versa for users in Denver, Atlanta, ect. and it is a lot cheaper than calling DELPHI or COMPUSEVE!

Do I recommend P.C.Pursuit? You guessed it! As a long time sysop, and an even longer modem user, I highly commend the service. I foresee this service bringing ATARI users into one big ATARI village (to paraphrase Doctor Sagen) instead of a loose network of user's groups here and there across the country. P.C. Pursuit has so much potential. And, you can't beat the price!

Their toll-free customer service number, should you want to apply for the service or just to get further information, is 1-800-336-0437. CALL TODAY!

Cities added as of 01/28/87: PORTLAND (503), SAN JOSE (408), PHOENIX (602), MILWAUKEE (414), TAMPA (813), GLENDALE (818), CLEVELAND (216), RESEARCH TRIANGLE PARK (919), MIAMI (305), MINNEAPLOIS (612), SALT LAKE CITY (801).

This brings the total area that P.C. PURSUIT covers to 26 area codes. It includes the top PC markets from across the U.S. and provides you long-distance access to 42% of the entire installed PC market in the U.S. There are already plans underway for many additional cities to be added throughout 1987.

For complete information on how P.C. PURSUIT can save you money on your computer calling, you can call these numbers:

Registration and Information (800)368-4215

Customer service (800)336-0437

Online BBS user's guide (800)835-3001

TRICKS OF THE TRADE

PRINTSHOP UPDATE:

Early copies of this program do not completely support the 850 interface. By booting the Printshop Graphics disk number three and pressing the letter 'U', you will be able to update your Printshop master disk with a program contained on the graphics disk.

GHOSTBUSTERS

When the game boots and asks for your name TYPE 'GOO'. When it asks if you have an account number, type 'Y' account number 11111111. You will have \$246,000.

PITFALL

Start the game by pressing OPTION and you will have unlimited lives.
(Hints from JAGG 5/86)

LEATHER GODDESSES OF PHOBOS

Flytrap-Look for a big hole, also review your word search puzzle.

Gorilla-Eat to build your strength.

Frog-What else would you do with a frog wearing a crown (read the description very carefully).

King Mitre-Easy after you got past the flytrap.

Barge-You can take your corners fast or slow.

Exit Shop-You need change. Come back later on.

Fighting the Shadow-What would the "Good Guy" do?

(from Jake Ransack, REACH JOURNAL)

TELESCOPE COMPANION

REVIEW: ATARI PLANETARIUM

*Atari Educational Series
Review by Kevin McSorley
reprint from Pacus Report 8/86
for the XE or XL, 1050 disk drive*

Having had an interest in astronomy since Junior High, I have to admit that I was more than a little skeptical when I was asked to review this product. I've dabbled with 'Sky Charts' and such, but I always found it much more satisfying just to haul out my telescope and see what I could find by chance, rather than try to figure out a chart where I would have to take into account my latitude, the time and other nonsense. But Atari Planetarium makes locating objects in the night sky easy, plus a whole lot more.

If you don't have a telescope, this program is still a lot of fun and very educational. What it can do is display a view of the sky from any location on earth at any given time and date from 9999 B.C. to 9999 A.D. The display includes the sun and moon, the planets of our solar system, 88 constellations, 1200 stars and 300 'deep-sky' objects (Nebulae, Star Clusters and Galaxies). If you place the cursor over an object and press the HELP key, you get information on that object, which includes such things as name, type of object, distance from the earth, and at times, some interesting mythological lore associated with that particular body.

Planetarium certainly could be used in schools to get kids to be somewhat familiar with the heavenly bodies, as it is a very easy program to use. To keep their interest, there is even an option that changes the cursor into a spaceship (complete with rocket sound) that they can fly around the universe to explore strange new worlds and go where no man has gone before. Cursor movement is done with either the arrow keys or with a joystick.

The real beauty of this program comes through if you do have a telescope. What you do is go to the 'map' mode to let the program know your location. Once in this mode a map of

the world appears on the screen. If you happen to know your longitude and latitude, you just move the cursor until the readings for these appear correctly in the boxes on the right side of the screen. If you don't know these all you need do is move the cursor over your position on the map. The longitude and latitude will appear in those same boxes. Included in the documentation are the locations for many major cities of the world.

Once you have your location, you go to the 'set' mode. Here you input the time and date you wish to view. If you were planning on taking your scope out that night, make your settings for what ever time you were going to do your viewing. With that set, you can now go to the 'Sky' mode.

In this mode, you will see the sky as if you were standing outside at the time and date that was input. You can face the four compass points merely by pressing N S E or W. You can also move about the sky by moving the cursor, and the screen will scroll in any direction. The Earth appears transparent, so you can see things that are below the horizon.

If you want to locate one particular object, lets say Jupiter, there is a 'find' function which will center the screen around the object you wish to find. Tell it to find Jupiter, and Jupiter will appear along with anything else that is in its vicinity in the sky.

If you have a printer, you can now print out this screen, and use it to locate Jupiter once you get outside. There is also an option called 'chart' which will take whatever you have in the Sky mode screen, and turn it so North is up. Again, you can print this out. By using constellations and other reference points that appear on these charts, it is very easy to find any object you might want to find. If your telescope isn't a cheapy like mine, you may have settings for the elevation, azimuth, right ascension and declination. If you do, you will be able to pinpoint any object just by using these settings, as they appear on the right side of the screen.

There are options galore with this program. You have the choice of having lines drawn through the constellations, if you want the

names of constellations displayed (in three letter abbreviations), if you want Deep-sky objects displayed, and if you want symbols to represent the planets. You have your choice of viewing angles of 72, 36, 18, or 9 degrees. There is a clock with 15 different speed settings so you can watch the sky go through its paces, either forward or in reverse. Also included is a track mode, which will follow any chosen object as it moves through the sky.

There are a few things to be careful of before you buy this program. First, you must have an XL or an XE computer. The old 800's won't work. It also needs a 1050 disk drive. It will not boot on an 810, and you are on your own if you have a third party drive. It booted on my INDUS with no trouble, and I managed to get it to boot on my RANA with only some minor adjustments, but I can't guarantee that it will run on all of these drives. If in doubt, see if you can 'try it before you buy it'. Also, the printers that are supported are 'EPSON' and 'ATARI XMM801', which basically means old EPSONS and new EPSONS. If your printer is not EPSON compatible you may have problems (another pain in the NEC).

*"...even an option that changes
the cursor into a spaceship
(complete with rocket sound)..."*

I have to say this is the best non-game program I've seen in a long time. The documentation that comes with this is very interesting reading in itself, and includes many historical setups where you can view past astronomical events. If you don't have a telescope, but have a desire to know a little about the universe, you'll really like this program. If you do have a telescope, you really need this program.

Oh, by the way. If any of you are planning to go to Hawaii sometime in the future, might I suggest you arrange to be there on July 11, 1991. You'll see a sunrise that you just ain't going to believe.

PANASONIC KX-P 1091i-Affordable NLQ

by A. B. Petrow

Do you need a dot matrix printer with near letter quality capability? For about \$240 (Computer Mail Order, Williamsport, PA) you can have an Epson RX80 compatible printer with 160 cps draft mode and 32 cps Near Letter Quality mode. This review is Elite NLQ (G6 on AtariWriter Plus). The Panasonic KX-P1091i has four modes (selected by a switch on the front of the printer). Beside the standard (draft) mode and dot graphics, there is both courier and bold NLQ, and a compressed mode of 17 characters per inch. Modes other than draft are not software controlled, but pitch in each mode is, so you can have Compressed Near Letter Quality for example. The Epson driver on all of my software works fine (Print Shop has a Panasonic driver) and the only print function not supported by the Epson driver on Atariwriter Plus is italics. Italics are available by entering [ctrl]0,27,[ctrl]0,52 to start and [ctrl]0,27,[ctrl]0,53 to stop. The ~~subscripts~~ and ~~superscripts~~ use the commands [ctrl]G4 and [ctrl]G5, listed as XMM801 only on the Atariwriter Plus reference card.

Adjustable width tractor feed (with fanfold paper) and friction feed (with single sheet) are provided. Business size envelopes fit in the friction feed. Text printing is Bi-directional and a 18x18 dot alignment provides the NLQ. Bit Image printing is single direction. The buffer is 1K. If you need a larger buffer to store fonts, you need the 1092i. 7 DIP switches control IBM Proprinter Mode, Paper Out, Skip perf, and 8 International character sets. There are 80 standard print modes shown in the Operating instructions (which, by the way, is an excellent manual, over 100 pages). The interface is Centronics parallel. CMO also sells an interface (U-Print) with extra port for \$45, if you need it for 8-bit machines. Incidentally, the Panasonic 1080i is less expensive than the 1091i, weighs less, and doesn't have a bold NLQ. Other than that, they seem to be identical. The NLQ is the same, which is to say it looks better than any other 9-pin printer on the market (in my opinion).

Atari By Any Other Name

EDMONTON SYZYGY COMPUTER ENTHUSIASTS
by MIKE BROWN
Reprinted from REACH January 1987

How would you like to tell your friends that you have a "SYZYGY 130XE"? It almost came to pass that our favorite computer company was called Syzygy. I found this tidbit in an article in the second issue of "The ATARI Connection". The article explained the origin of the name "ATARI". The following is the gist of that article.

It all started with a fellow named Nolan Bushnell. He was working at Ampex (manufacturers of computer cables and connectors, among other things) and met Ted Dabney and Larry Bryan. The three friends decided to invent and market the first commercially feasible video game. They each decided to put up \$100.00 to finance the start of the new company. One day they were sitting in Nolan Bushnell's house with a cold brew and decided to come up with a name for their new company. Bryan was thumbing through the dictionary and came across the last listing in the "S" section: Syzygy, which means "The straight line configuration of three celestial bodies". Thinking that this was the perfect name for "a company begun by three so obviously astronomically talented people", they decided to use the name.

The first game they invented was "COMPUTER SPACE", but things became a little shaky and they didn't follow through on it. About this time, Larry Bryan got the jitters and decided to withhold his \$100.00 and withdraw. Bushnell and Dabney pressed on and incorporated their business and came up with "PONG" (how many of you remember playing pong over a few beers in the local bar?).

When they applied to the California authorities for registration under the name Syzygy, it turned out that another company already had the name (can you believe two companies actually wanting to call themselves "Syzygy"?). The other company was not an actively operating one, but the partners were unsuccessful in trying to buy the rights to the name. They also tried "BD INC." (too close to BLACK AND DECKER) and "DB INC." (too close to DUN and BRADSTREET).

The two partners were avid players of the Japanese game GO (similar to REVERSI or OTHELLO) and quite often brainstormed over a game and a beer. This game has a number of Japanese phrases similar to phrases such as "check" or "checkmate" in Chess. They decided to try some of

these. Their first choice was "SENTE" which means "the upper hand". ATARI was only their second choice (equivalent to check). A third possibility was "HANNE" (the acknowledgement of an overtaking move). When they submitted the list to the Office of The California Secretary of State, the name ATARI became the official name for Bushnell's company. The ATARI FUJI LOGO was not created until some time later by an advertising agency. So, now you know!

P:R: Connection

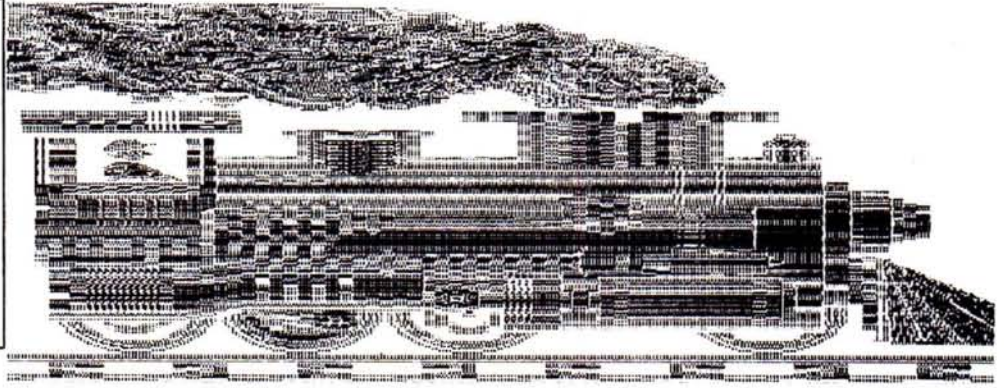
An 850-Compatible Interface
by Jeff Powell

The P:R: connection by ICD, the creators of Spartados and many other products, is an 850-interface compatible box that can be used with any Hayes compatible modem or ATARI compatible printer. I just bought the P:R: connection and in my opinion it is a very good 850 replacement. The store I bought it at sold it at 71.95. That's almost 50.00 cheaper than the now obsolete 850.

It is very compact, about 5*9 inches, and it gets its power from the ATARI computer. It has 2 RS232's and a printer port on the back, and an I/O cord and port on the front. The I/O cord connects to drive 1, while the computer plugs into the I/O port. It is compatible with all 850 software except for Hometerm, for which there is a handler on the disk that comes with it. 850 Express and Amodem 7.2 work like a charm on this peripheral, and all compuserve software should be compatible with it also.

For 71.95 this little guy has about the same capabilities as the 850 and takes up little desk space, and has no plug to tangle with the other one. I would recommend the P:R: connection to anyone who needs an ATARI interface, although the 850 has yet to have anything top it's great quality.

**\$5.00 buys
you a ticket
on the
*Express***



850 Express! Versions 1.0 - 3.0

A Terminal program by Keith Ledbetter

Reviewed by Jack Powell.

Within the Express! family of telecommunications software, 850 Express! is a terminal program for all Hayes compatible modems. 1030 Express! is also available for all 1030 and XM301 modems. MPP Express! is available for the MPP modems.

I may as well say right off the bat that 850 Express! is great. It is a public domain terminal program that is better than many you can buy. You can download 850 Express! from many public domain boards around the country (ALPHA CENTARI 415-222-2858), as well as compuserve. 850 Express when downloaded should be renamed AUTORUN.SYS. That way it will automatically be loaded on bootup (while holding down the option key). When it loads it automatically loads an autodial file, rather than loading a separate file as in Amodem 7.2. You can create this file, name it PHONE.LST (the name automatically loaded) and save it. Later you can add more lists, and load them whenever you want. 850 Express is written in action by OSS, so it is fast accurate, and has no problems dialing boards, uploading and downloading. 850 Express is also compatible with the P:R: connection, and the R:link. Homemade interfaces have not proven too reliable, at least not for me.

850 Express is a 32K program, so it should work on the 800, and all XE'S and XL'S. the main menu contains features, such as all the DOS options, and a second menu, containing information on sending macros, setting the clock, and changing the default drive and the default colors. Each BBS entry has room for 3 macros, time to wait for connection, and of course the translation and the baud rate. If you are looking for a professional terminal program that is fast accurate and easy to use then 850 Express! is for you.

Being a public domain program it is not to be sold, but the author, Keith Ledbetter will accept donations. If you think Keith should keep writing public domain software the a donation may be a good idea. In my opinion 850, 1030, MPP Express is a must for all modem users. You can write to him at:

Keith Ledbetter
2919 Ennismore court
Richmond, VA 23224

Please, if you use the program, send in your donation today. The \$5.00 you spend will get you the best bargain available today -- and the very best ATARI terminal program in EXISTENCE!!

More on the Atari name:

reprinted from Pokey Press, West Palm Beach, Florida. June 1986

The word Atari comes from the ancient Japanese game of GO. Its a board game and when one player feels the surge of victory on his or her side, that player yells "Atari". The other player struggling to avoid the agony of defeat might try any last minute maneuvers, but they fail. "Atari" is the cry of inevitable victory.

At the Atari Computer Company, each time favorable sales are released, all the employees go on the rooftop and yell across the expanse of Silicon Valley, "Atari I" At the other end of Silicon Valley all the employees of Apple Computer Companies respond by getting up on their roof and shouting, "Screw You I" And the computer games continue.

MARCH 1987

SAN LEANDRO COMPUTER CLUB

SUN	MON	TUE	WED	THU	FRI	SAT
1	2	3 MAIN MEETING 8 PM-S.L. PUBLIC LIBRARY ELECTRONIC ARTS	4	5	6	7
8	9 ST SIG 8 PM CALL BOB 352-8118	10 ASSEMBLY SIG 8 PM CALL FRANK 471-8133	11 EXECUTIVE BOARD MEETING 8 PM CALL BOB 352-8118	12	13 JOURNAL DEAD-LINE CALL BOB 865-1672	14
15	16	17 ATR8000 SIG & BBS SIG 8 PM CALL MIKE 482-5061	18 EDUCATION SIG 7 PM CALL LOIS 482-0674	19 BASIC SIG 8 PM CALL GUY 582-5561	20	21
22	23 ST SOFTWARE SIG 8 PM CALL BOB 352-8118	24 PASCAL SIG 7PM CALL MIKE 570-7478 ----- BUS. SIG 8PM CALL CHUCK 632-1367	25	26 WEST COAST COMPUTER FAIRE MOSCONE CENTER SAN FRANCISCO 10 AM - 5 PM	27 WEST COAST COMPUTER FAIRE MOSCONE CENTER SAN FRANCISCO 10 AM - 5 PM	28 WEST COAST COMPUTER FAIRE MOSCONE CENTER SAN FRANCISCO 10 AM - 5 PM
29 WEST COAST COMPUTER FAIRE MOSCONE CENTER SAN FRANCISCO 10 AM - 4 PM	30	31				

A last minute thanks to Tom Allen of Allen Computer Graphics. He jumped in to print out a missing page of the Journal. Tom has become very enthusiastic about the ST and is opening a new shop in San Leandro on March 2. Not only does he have full service printing, including ST to laser, but also does T-shirts, musical soundtrack composition, and more than we can list. Get onto his Laserwriter BBS and check him out. The number is (415) 261-4813.

March 1987 FLOPPY OF THE MONTH

BY CLIFF SCHENKHUIZEN AND MARK PEREZ

Well, folks, after a four month recluse somewhere in the area of Asia Minor, the Dynamic Duo is back with many new programs from the Orient. actually, we didn't REALLY go all the way to Asia to make this month's floppy (we apologize for the letdown). But we do have yet another action-packed floppy with non-stop, edge-of-your-seat fun for you.

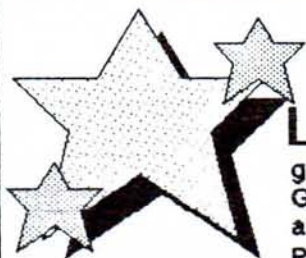
At the top of the list this month is the most comprehensive disk utility for a 48K Atari we've seen, here and in the Middle East. DISK MASTER is a machine language disk editor that will allow you to view/edit/copy sectors, search through a disk for ASCII strings, disassemble disk files, view all the component parts of a disk's directory, and much, much more. Included is the most complete VTOC utilities seen in any program. You can trace files, repair and recover damaged files otherwise 'lost forever'. DOS utilities are provided along with UNDELETE and file breakdowns. DISK MASTER provides full printer support, allowing many results and screen to be dumped to a printer, such as sector displays and directory breakdowns. This program is so amazing, it comes with a full 280 sectors of documentation, fully formatted and easy to understand. Even the computer novice can enjoy this program by learning about the inner workings of an Atari disk.

Next is SUPERKEY!, by Keith Ledbetter. SUPERKEY! is full-fledged implementation of function keys on XL/XE computers. Seventeen keys are now user-definable with SUPERKEY!, which also comes with a variety of utility programs to edit and print out function key listings. All of these are written in an easy-to-understand manner with complete documentation.

March's disk will also contain a veritable Smorgas-borg of games, too. Dubbed as '...the ultimate two-player strategy game', THIEF will have you and a friend up for hours on end trying to break through the megabarrier to get at each other. KRAZY KATERPILLARS takes the simple approach to being a fun game: make it short and cute, and have a lot of fast-paced action. Also included is a well done Analog game called SLITHER and others.

Well, that's March's disk, in a nutshell. To top it all off, we have included some Graphic screens and a computerized birthday card for the younger enthusiasts in the family, and we have adopted a new look for '87 (delayed until March because the title screen had to pass through customs). See you at the meeting!

QUALITY ST SOFTWARE from MIGRAPH



LabelMaster

Once you try LabelMaster you'll never use plain labels again! This great program is GEM based and contains a Graphic Editor to create your own designs and a mailing list manager. Packed with features, PLUS 100 ready-to-use designs. With LabelMaster the possibilities for home and business are endless.....\$39.95



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Computers are Fun!

FAST

At last! A quality desktop accessory that combines several tools into one handy program. ST DOS lets you perform desktop functions like copying files, formatting disks, viewing directories and more while in your favorite GEM program. Keep your mailing list and print out labels or other formats with the Card File. ST Editor is a full featured text editor used by programmer and novice alike. You can leave the editor and later return without reloading your file. These accessories alone will save you time, work and aggravation, but Fast also includes a calculator, calendar, ASCII table, and clock.....\$49.95

Easy-Draw

Here's the program you've been waiting for to create: flyers, newsletters, forms illustrations, floor plans, landscape designs, ads like this one, and much more! Easy-Draw is an object-oriented drawing program that's great for Desktop Publishing because it loads text files. So now you can combine text from other programs with drawings from Easy-Draw and place them on a page in any format. Easy-Draw does away with messy paste-ups and produces camera ready copy. Complete with features like zoom, edit polyline, flip and mirror, 39 patterns and more, Easy-Draw is the right tool for you! Clip Art and Fonts coming soon.....\$79.95

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FLASH! Great news!

Jeff Johannigman of Electronic Arts will be at the March meeting with six (6) games, a couple of them are among their latest games or they have just been made available for the Atari computers.

There will be three games, alternately demonstrated, on the ST and 130 XE. For the ST. "SKY FOX", by Ray Tobey; "ARCTIC FOX", by Dynamix; and "CHESS MASTER 2000", by The Software Toolworks, a new release for the ST. For the 400/800/130XE and other 8-bit computer line there will be "LORDS OF CONQUEST", by Eon Software Inc., a new release; "MAIL ORDER MONSTERS", by Paul Reiche III, Evan Robinson and Nicky Robinson; and "RACING DESTRUCTION SET", by Rick Koenig,

Connie Goldman, and Dave Warhol.

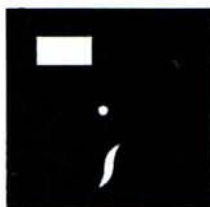
There will definitely be something for every member of the SLCC, no matter what type of computer you own! Yes! There will be a break so you can purchase the DISK OF THE MONTH and buy a raffle ticket. A word about the February meeting. I certainly appreciate Ms. Sandi Austin of ATARI CORP. (U.S.) for demonstrating the 80 column "interface". But most of all, for bringing with her Shiraz Shivji, Vice President or Research and Development.

Dick Scott

Last Minute Flash...

Paul Heckel of Zoomracks 2 will be at the ST Sig March 9th to demonstrate this program.

SLCC
JOURNAL



P.O. BOX 1525, SAN LEANDRO, CA 94577

Next Meeting:

March 10, 1987 • 8 pm

San Leandro Community Library

300 Estudillo Ave

TO



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